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#2 of 3

EARTHODAWN™



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**SAVE
THIS
FLYER!**

(see back cover for details)

ME'GANA'S STORY

Ardis Foarr sat after sharing his story with the village. The village leader stood once more and spoke to the assembly. "These two will aid us against the creature that dwells within our kaer. Will others offer their services?"

A handful of heartbeats passed, then a young elven woman stood to face the crowd. She wore battered leather armor, and two scabbards hung at her sides.



"I am named Me'gana, Swordmaster from the village Lowilla. Our kaer, which lies in the Caucavik Mountains to the far northwest, only recently opened its doors. I learned the Discipline of the Swordmaster from my father before his death at the hands of a Horror. He and his forefathers had served Lowilla as swordmasters since long before the Scourge. I, too, was to serve the village, but others took my place so that I could travel the lands and help others rebuild their homes and lives. I join Ardis Foarr and Thom Hammerblade in their pledge to enter your kaer. And as they have done, I share with you my story.

"Soon after the village of Lowilla was rebuilt, a trio of adventurers came seeking shelter for the night. They stayed for a few days, sharing legends of creatures and treasures they had encountered and heard of all across Barsaive. When they prepared to leave, I offered to join them, that I might aid those in need in other towns and villages.

*"I am named Me'gana,
Swordmaster from the village of Lowilla."*



"Our first adventure together found us in the Blood Wood, far to the north. I tell you that the corruption of that place is beyond description. The once-beautiful forest is twisted and gnarled, as are the creatures that dwell within the Wood. Yet all this is nothing set against the personal corruption that the elves of the Blood Wood have endured. As I stood before a scouting party of blood elves, I wondered how those of my own race could have corrupted themselves in such a terrible way. Thorns, glistening with fresh blood, grew from within their bodies. The thorns cause the pain and suffering that legend says made the blood elves immune to the Horrors' rampage during the Scourge.

"We gladly left those elves behind, but almost immediately encountered a Horror laired within the Blood Wood. It mocked my attempts to kill it, instead slaying the others before my eyes, holding me helpless and forcing on me the torment of watching them die. Only after I summoned the strength to flee did it unleash its power on me, reaching within my mind and replaying the deaths of my friends, over and over. Only after I left the Blood Wood did the nightmares end.



"My quest is to aid those who need my help."

"But I also seek one who can help me escape the torments of my past, for the nightmares still return, haunting me even to this day.

"I will gladly give my life to free your village and kaer from whatever evils threatens it. For I have seen the corruption of the Horrors, and cannot rest until they, and all their kind, no longer inhabit our world."



"I will gladly give my life to free your village and kaer from whatever evil threatens it."

ME'GANA

First Circle Swordmaster (Elf)

Attributes

Dexterity (17): 7/D12
Strength (15): 6/D10
Toughness (12): 5/D8
Perception (14): 6/D10
Willpower (11): 5/D8
Charisma (10): 5/D8

Talents

Avoid Blow (1): 8/2D6
Maneuver (1): 8/2D6
Melee Weapons (3): 10/D10 + D6
Taunt (2): 7/D12
Wound Balance (1): 6/D10

Movement

42 yards
per round

Skills

Alchemy (1): 7/D12
Artist/Runic Carving (Weapons) (1): 7/D12
Creature Lore (1): 7/D12

Initiative

Dice: D10

Damage

Death Rating: 34
Wound Threshold: 9
Unconsciousness Rating: 26
Recovery Tests per day: 2
Recovery Dice: D8

Combat

Physical Defense: 9
Spell Defense: 8
Social Defense: 6
Armor: 4
Mystic Armor: 1

Equipment

2 Broadswords (Damage: 11/D10 + D8)
3 Daggers (Damage: 8/2D6)
Padded Leather Armor
Traveling Carb
1 Waterskin
1 Week Trail Rations

Racial Abilities: Low-Light Vision

Talents

Avoid Blow: Allows a character to dodge an attack at the last second. Can be used in the same Combat Round as an Attack Test. The Difficulty Number is the opponent's Attack Test result.

Maneuver: Allows a character to out-maneuver an opponent. This talent is used in place of an attack. The result of a Maneuver Test becomes the Physical Defense number of the character for one Combat Round.

Melee Weapons: Allows a character to attack an opponent with a melee weapon. The Difficulty Number for the Attack Test equals the target's Physical Defense.

Taunt: Allows a character to distract an opponent by taunting him. The Difficulty Number is the target's Social Defense number. If the Taunt Test is successful, the target suffers a -2 penalty to all his dice roll results for the next two combat rounds.



Wound Balance: Allows a character to resist being knocked down in combat. A character uses her Wound Balance step instead of her Strength step to resist Knockdown.

Using Talents

To use a talent, a player rolls the dice indicated for each talent. For example, when her character is using the Melee Weapons talent, a player would roll a D10 + D6. The result of the roll is compared to the Difficulty Number listed in the talent description. If the result is higher than the Difficulty Number, the action succeeds.

Description

Me'gana is an elfen Swordmaster from the village of Lowilla in the Caucavik Mountains. She stands 5 feet, 8 inches tall and weighs 135 pounds. Me'gana learned the Discipline of the Swordmaster from her father, finishing her training only days before he was killed by a Horror that had breached their kaer. Me'gana spent several years helping to rebuild the village of Lowilla before she decided to join a group of adventurers, hoping to help rebuild the world after the Scourge.

Me'gana holds all Therans in deep contempt. Because her father was killed by a Horror that broke through the kaer's defenses, defenses which the village learned from the Therans, Me'gana blames the Therans for her father's death. Me'gana keeps her emotions to herself, but her experiences traveling across Barsaive have taught her the value of friendship. She now actively seeks to make friends with those who earn her trust. Me'gana learned the true evil of the Horrors when she met one face to face in the Blood Wood.



TARG BONESLICER

First Circle Sky Raider (Troll)

Attributes

Dexterity (16): 7/D12
Strength (21): 8/2D6
Toughness (21): 8/2D6
Perception (14): 6/D10
Willpower (11): 5/D8
Charisma (5): 3/D4

Talents

Air Sailing (1): 6/D10
Battle Shout (2): 5/D8
Fireblood (1): 9/D8 + D6
Great Leap (1): 8/2D6
Melee Weapons (3): 10/D10 + D6

Movement

38 yards per round

Skills

Ancient Weapons (1): 7/D12
Artisan/Crystal Carving (1): 7/D12
Troll History (1): 7/D12

Initiative

Dice: D10

Combat

Physical Defense: 9
Spell Defense: 8
Social Defense: 4
Armor: 6
Mystic Armor: 1

Equipment

Backpack
Battle-Axe (Damage: 14/D20 + D4)
Bedroll
Broadsword (Damage: 13/D12 + D10)
Buckler
Hardened Leather Armor
2 Torches
Traveling Garb
Troll Sling (Damage: 12/2D10)
1 Waterskin
1 Week Trail Rations

Damage

Death Rating: 46
Wound Threshold: 13
Unconsciousness Rating: 39
Recovery Tests per day: 4
Recovery Dice: 2D6

Racial Abilities: Heat Sight

Talents

Air Sailing: Enables a character to serve on the crew of an airship. The Difficulty Number for using this talent is 4.

Battle Shout: Allows a character to intimidate opponents by shouting at them. The Difficulty Number equals the target's Social Defense number. If the test result is successful, the target subtracts 2 from all his dice roll results for the next two Combat Rounds.

Fireblood: Allows a character to heal Damage during combat. The character spends one of his available Recovery Tests to use this talent. The test result determines the number of Damage Points the character heals.

Great Leap: Allows a character to jump great distances. The test result is the number of yards a character can jump in a single round.

Melee Weapons: Allows a character to attack an opponent with a melee weapon. Use the target's Physical Defense number as the Difficulty Number for the Attack Test.

Using Talents

To use a talent, a player rolls the dice indicated for each talent. For example, when using the Melee Weapons talent, a player would roll a D10+D6. Compare the result of the roll to the Difficulty Number listed in the talent description. If the test result is higher than the Difficulty Number, the action succeeds.



Description

Targ Boneslicer is a troll Sky Raider from the Twilight Peaks. Targ stands 8 feet, 7 inches tall and weighs 550 pounds. Targ learned the Discipline of the Sky Raider from his troll clan. After his clan joined other clans through the Ritual of the Trollmoot, he joined the crew of a crystal raider airship, battling with his crewmates against Theran airships in Barsaive's southwest.

Targ finds it difficult to trust anyone who is not a troll. Despite deep reservations, he has begun to accept others as potential allies on his adventures. Targ has learned a great deal about the other races of Barsaive since his airship crashed and he began his travels back to the Twilight Peaks. Recently, Targ has begun to question his people's history of raiding and pillaging other races.



TARG'S STORY



The crowd murmured among themselves as Me'gana sat down again, but the noise quickly quieted when a large troll stood, his head rising a full four feet above those seated around him.

"I am Targ Boneslicer, renowned Sky Raider from the Twilight Peaks. I feel sure that your other heroes will welcome my capable help.



"Our drakkar battled many Theran vedettes, freed many slaves, and claimed many Theran lives. But our last battle damaged our ship. We crashed in a mountain range near the Servos Jungle, and only fifteen members of our brave crew survived.

"After giving our dead brethren every honor they richly deserved, we began our travels back toward our home in the Twilight Peaks. After battling a fierce storm for several days, we were finally forced to seek shelter. Discovering a cave in a nearby ravine, we soon learned that it concealed the entrance to a still-closed, forgotten kaer.

"As we waited out the storm, we decided to open the kaer and bring its inhabitants the good news that the Scourge was over.

"I was born to a crystal raider clan. Like many of my brothers, I trained as a Sky Raider. Just after my initiation as a raider, one of the most impressive displays of skill seen in many years, my clan joined with others to form a new trollmoot. Our moot actively raided the lands to the southwest occupied by the Therans.



"I am Targ Boneslicer, renowned Sky Raider from the Twilight Peaks. I feel sure your other heroes will welcome my capable help."

"The air stank of decay and rotted flesh."



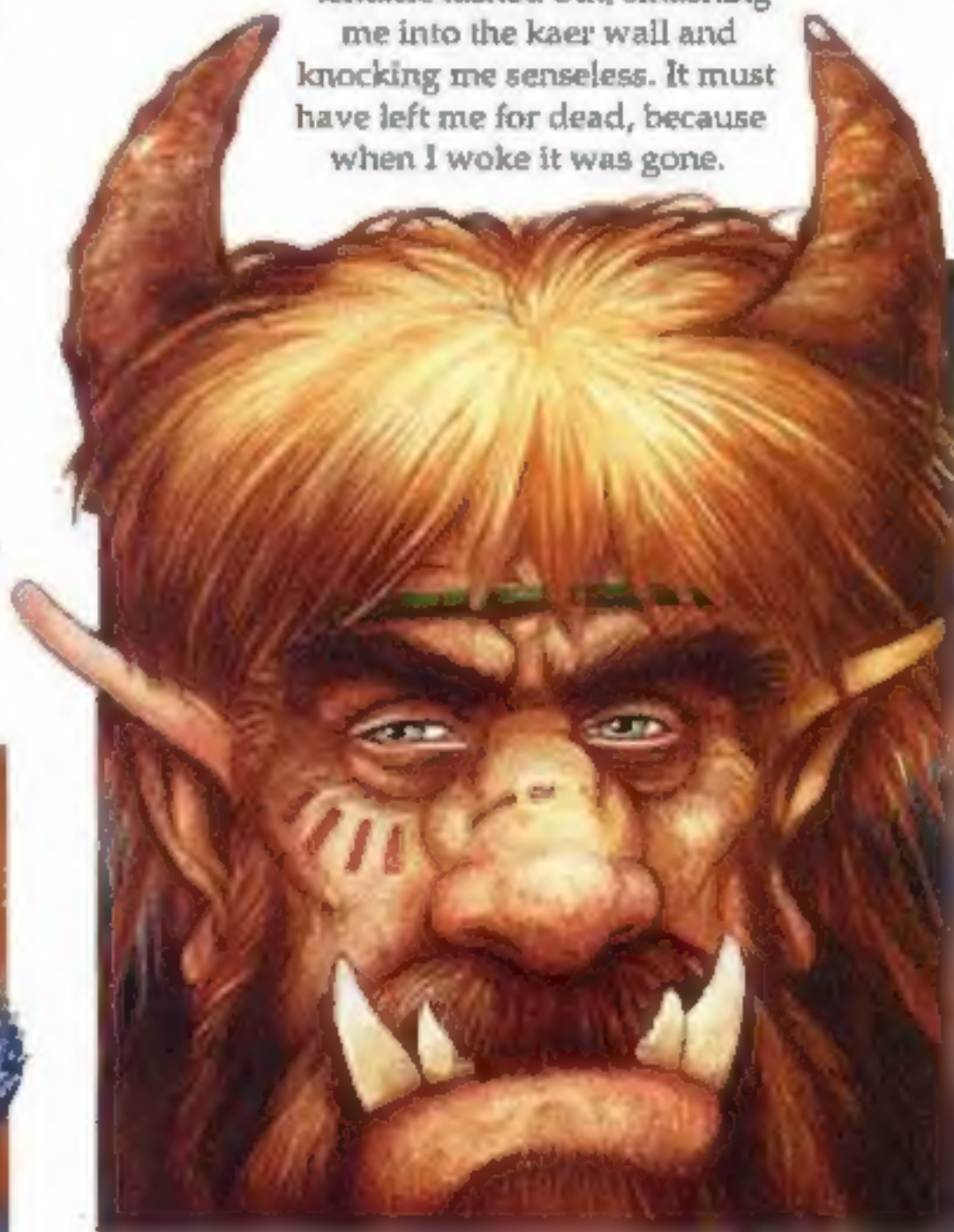
"The magic guarding the entrance to the kaer apparently had weakened over time, but we would have cracked it open regardless. Only after we moved deep into the kaer did we learn the true reason the kaer opened so easily.

"The first person we encountered was as dead as the rest of the kaer's original inhabitants. Realizing that this kaer was dead, we turned to leave, but the kaer's only *living* resident stopped us. The beast stood 11 feet tall. The four tentacles that passed for its arms waved around a scaly reptilian torso, which was supported by four stocky legs. The head of the creature was that of a lizard, but it spoke to us in the dwarf tongue.

"Welcome to my prison, you puny weaklings." Saying that, it attacked us, killing four of my crewmates before I could react. It was like fighting a creature of stone—our blows barely affected it, while

each of its attacks claimed one or more of my mates.

As it turned to attack me, I prepared to die. Its tentacle lashed out, smashing me into the kaer wall and knocking me senseless. It must have left me for dead, because when I woke it was gone.



All that remained were the shattered bodies of my crewmates.

"After resting only long enough to travel, I set out to track the beast in order to avenge the deaths of my fellow raiders. I also vowed to capture the beast I had set free upon this world. And now, I offer my skill to your aid. Will you have me?"

To Be Continued...



EARTHDAWN™

THE AGE OF LEGEND

In an ancient age of magic, heroes re-explore their world, hoping to reclaim it from the devastation wrought by the centuries-long Scourge. At long last emerging from their self-imposed imprisonment in underground shelters, humanity must also fight remnants of the Scourge known as the Horrors, creatures from astral space that have ravaged the earth.



At the center of the province of Barsaive lies the dwarven Kingdom of Throal, which has united the peoples of Barsaive since the days of the Scourge. At one time the communities of Barsaive each huddled alone in fear; the dwarves of Throal brought them together by re-establishing trade and commerce throughout the land. Now elves, trolls, orks, and dwarves work together to rebuild the land that is their home.

Far to the southwest of Throal is the great Theran Empire. Before the Scourge, Barsaive was a province of the Theran Empire, self-governed, but still under its domain. Barsaive declared its independence from Thera at the end of the Scourge, setting a new order against the Empire's rule of slavery and oppression.



This is the setting of *Earthdawn*. The people of Barsaive must fight to reclaim their world from the last vestiges of the Scourge and protect themselves from the flying armada of the Theran Empire, which waits to re-conquer the land that it once ruled.

COMING IN 1993!

EARTHDAWN

This rulebook will provide everything you need to adventure in the world of *Earthdawn*.

EARTHDAWN GAMEMASTER PACK

This pack provides the accessories a gamemaster needs to run an *Earthdawn* campaign.

BARSAIVE

This boxed set will provide everything needed to run a campaign in the province of Barsaive.

THE LONGING RING

The first *Earthdawn* novel in a trilogy from ROC Books.

Watch for the third and final *Earthdawn* flyer in July! Flyer #3 will contain an adventure and simplified rules so that you can begin playing *Earthdawn*!

Don't forget to save this flyer—it contains two of the characters needed to play in the forthcoming adventure.

Save all three flyers and run your first adventure with the full feel of the *Earthdawn* universe!

All flyers are free of charge. Ask for them at your local game and comic shop or write FASA. Entire contents Copyright © 1993 FASA Corporation. All Rights Reserved. Printed in the USA. EARTHDAWN™ is a Trademark of FASA Corporation.

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